C ++ test 6

Name: _____ Group: _____

_____ 1.) Computers make decisions by making simple _____.

a) brains b) statements c) comparisons d) programs

_____ 2.) In C++ false is represented by ____.

a) zero b) one c) ram d) electrons

_____ 3.) Which of the following is the less than or equal to operator.

a) >= b) <= c) != d) = = e) || f) && g) =

_____ 4.) ||, && and ! are ___ operators.

a) logical b) relational c) assignment d) none of the above

_____ 5.) which operator is evaluated first.

a) || b) = = c) = d) &&

_____6.) Write an expression that returns 1 (true) if k is 100 or more.

_____ 7.) Write an expression that returns 0 (false) if m is = to 5.

_____ 8.) what is the value returned by the following expression?

(((2>3) || (5>4)) && !(3 <=5))

a) 1 b) 5 c) 0 d) 4 e) 3 f) 2

_____ 9.) what is the value returned by the following expression?

int i=4,j=3;

(i = = j || i < 100);

a) 1 b) 5 c) 0 d) 4 e) 3 f) 2

_____ 10.) what is the value returned by the following expression?

int i=4,j=3;

(!(i = = j || i < 100));

a) 1 b) 5 c) 0 d) 4 e) 3 f) 2

_____ 11.) Which of the following languages use an if structure.
a) Java b) Pascal c) C++ d) all the above

_____ 12.) In C++ true is represented by ____.
a) zero b) one c) ram d) electrons

_____1 3.) You should always use __ when creating structures.
a) brackets b) braces c) semicolons d) parenthesis

_____ 14.) The if/else structure is a __ __selection structure.

a) logical b) relational c) two-way d) one-way e) unlimited

_____ 15.) The switch structure is an ___selection structure.

a) logical b) relational c) two-way d) one-way e) unlimited

_____16.) The ____ structure can be replaced by nested if/else structures.

a) logical b) relational c) switch d) one-way e) unlimited

_____1 7.) The ___ keyword exits you from the switch structure.

a) logical b) relational c) switch d) break e) unlimited

_____ 18.) what is wrong with the if structure below?

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If (x > y) ;
{cout << "x is greater than y\n";}
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_____

_____1 9.) what is wrong with the if structure below?

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If (x  =  y)
{cout << "x is equal to  y\n";}
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_____

_____ 20 what is wrong with the switch structure below?

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switch (x ) ;
{case 'a':
cout << "the character entered was a\n";
break;}
```

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